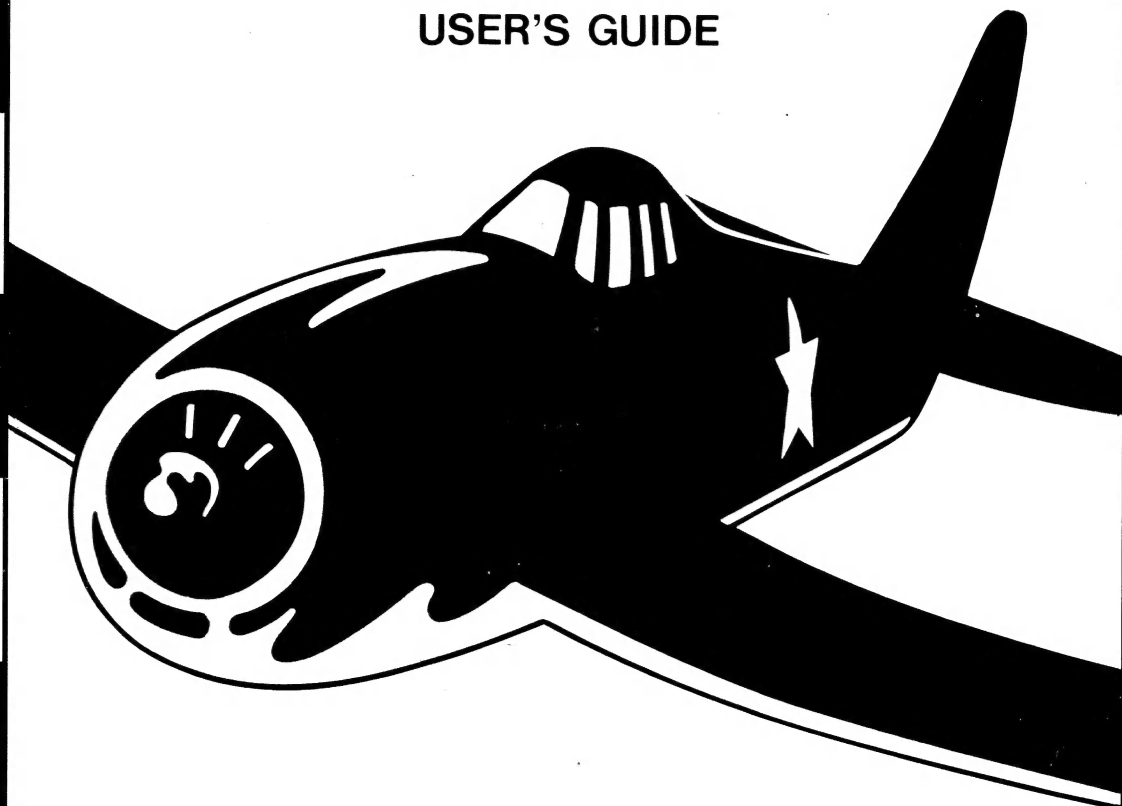




## USER'S GUIDE



  
**Broderbund®**



# WINGS OF FURY™

By Steve Waldo

## User's Guide

For IBM®/Tandy® Computers

## *Acknowledgements*

Original concept, programming and graphics for the Apple® version by Steve Waldo.

Programming and graphics for the IBM/Tandy version by Unlimited Software, Inc.

Product management by Laurie Borovac and Gregory Hammond.

Manual by Gregory Hammond.

Special thanks to Warren Yamashita, Randy Buck and the Brøderbund Quality Assurance Department.

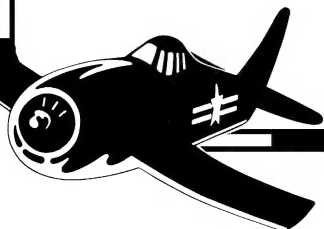
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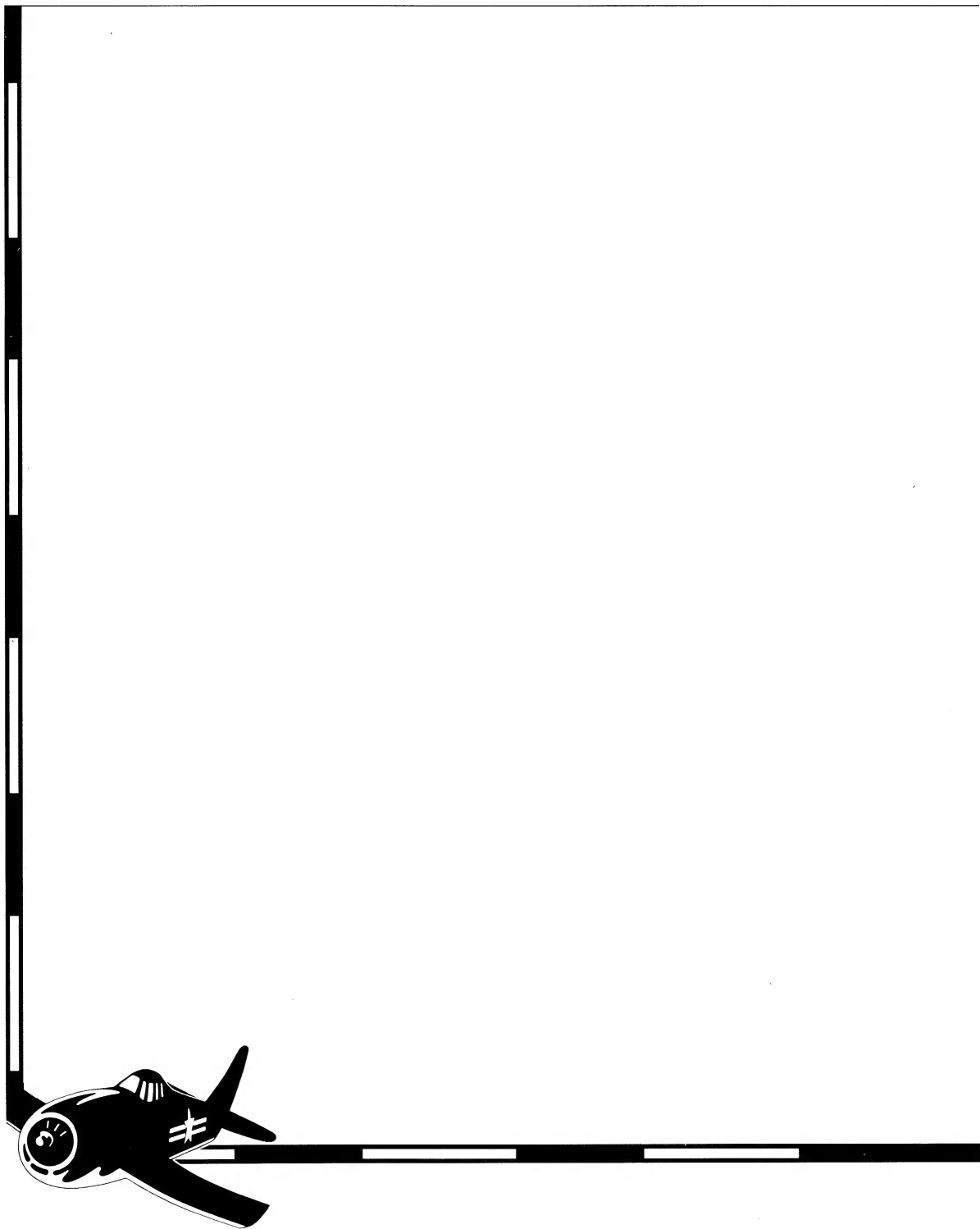
## *About the Author*

Steve Waldo lives in Baraboo, Wisconsin. A student at the University of Wisconsin at LaCrosse, he is pursuing a bachelor's degree in computer science with a minor in fine art.

Steve first became involved with computers in junior high school, where he and his friends quickly became avid game players. The school soon decided to remove all games from the computer center, starting Steve on the path that ultimately led him to create **Wings of Fury** at age 22.

His game playing had sparked a fascination with graphics and animation, which inspired him to get serious about learning to program. Eventually he realized that, for him, creating his own animation was just as much fun as playing games.

When he's not at his computer, Steve enjoys a wide variety of outdoor sports, including skiing. He is also, as evidenced by **Wings of Fury**, a serious student of World War II aircraft.





## A Time of Fury

It is 1944 and the world is at war. Europe is ablaze with a conflict that engulfs her like the flames of hell, leaving a path of destruction wherever it burns. The Far East, too, is being consumed by a furious struggle for dominance. In the Pacific theater, the Allies face an enemy possessed of great skill and a relentless determination. As the tide begins to turn in favor of the Allies, the enemy struggles ever more desperately to maintain the footholds it had gained earlier in the war.

However, both on the sea and in the air, the U. S. Navy proves to be more than a match for its opponents. One reason for this is the incredible striking power of the Navy's Air Force. It is instrumental in defeating the enemy in battle after battle. Within the Navy's air command, one plane seems to be leading the fight for an Allied victory: the mighty F6F Hellcat!

The Hellcat is incredibly powerful and durable, a real work horse capable of bearing bombs, rockets and torpedoes. Able to outmaneuver the enemy's best fighter planes, the Hellcat has established one of the best kill-to-loss ratios in the war.

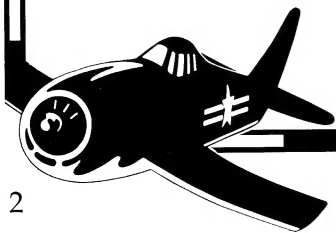
Now you have the opportunity to fly your very own Hellcat. You'll be assigned to provide air support for the USS Wasp. This aircraft carrier has been heavily damaged and must make its way safely back to port. On this

## INTRODUCTION

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perilous journey, you must defend the carrier against torpedo bombers, rout the enemy from their island strongholds, sink enemy vessels that lie en route to home port and protect yourself by shooting down enemy planes.

Strapping yourself into the cockpit, you face a tremendous responsibility. The fate of the carrier and every man onboard has been placed in your experienced hands. As the signal officer gives you the go, you give your Cat full throttle and take off into the unknown skies before you. Just minutes off the deck, you sight the first sign of trouble: a pair of enemy fighters bearing down on you from above...







## What You'll Need

### IBM/Tandy and 100% Compatibles

- IBM PC, PC XT, PC AT, PS2 or 100% compatible or Tandy 1000 series with 512K memory
- Hercules, CGA, EGA or VGA graphics card
- Color monitor
- MS DOS or PC DOS 2.0 or higher
- Joystick (optional)

### Loading Wings of Fury

Insert **Wings of Fury** Disk A into your floppy drive. At the A> prompt, type **wings**. If you have a 5-1/4" disk drive you will be prompted to insert Disk B. Press any key after inserting Disk B. A self-running demo of the game will appear. To begin playing, press any key. To play with a joystick, press CTRL-J to calibrate your joystick.

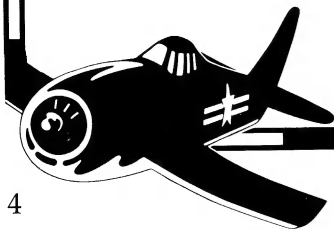
*Hard Disk Installation:* If your machine has a hard disk drive, you can easily install the Wings of Fury program on it. Insert program Disk B and at the A> prompt, type **install**.

After the files have been copied from both disks and you've returned to the A> prompt, type **C:** to change drives (or the letter designation of your hard drive). At the C> prompt, type **cd \wings** to change to the new directory. Whenever you want to play the game, make sure you are in this directory.

*Graphic Modes:* The program will automatically determine the highest graphic format of your machine and run that version. However, if you want to force it into a particular graphics mode, type one of the following:

<b>wofe</b>	for EGA mode
<b>wofc</b>	for CGA mode
<b>woft</b>	for Tandy 16-color mode
<b>wofe v</b>	for VGA mode
<b>wofc h</b>	for Hercules mode

*Note:* If you have a slower machine (6 mhz or less) with an EGA graphics card and monitor, you may want to consider playing the game in CGA mode for maximum game speed. Or if playing in EGA mode, you can use CTRL-E,



a special "fast" key that speeds up the carrier elevator and increases the thrust for takeoff.

*Tandy owners:* **Wings of Fury** features special digitized sound for the Tandy 1000SL and TL machines. In order to hear these sound effects, the game must be played using the keyboard, with the joystick disabled.



## Selecting a Rank

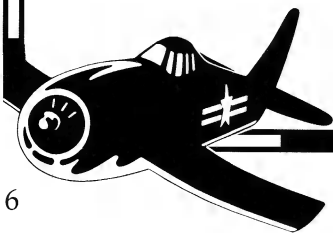
Once you have left the demo, your first preflight task will be to select a Naval rank. There are seven ranks under which you can fly, each one providing a more challenging set of missions than the last. Use the arrow keys or your joystick to cycle through the various ranks. When your desired rank is highlighted, press the return key or a joystick button to make your selection. After you've selected your rank, a message will appear on screen listing your objectives for that mission.

## Selecting Weapons

Before taking off, you must decide what type of weapons your Hellcat will be armed with for this flight. Cycle through the list of weapons using the arrow keys or your joystick, then press the return key or a joystick button to make your selection.

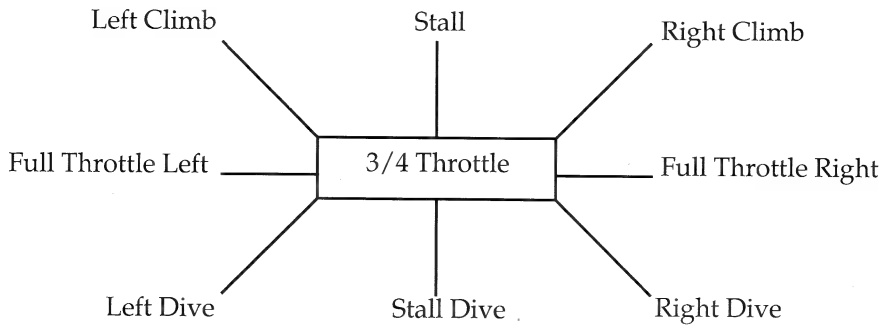
## Taking Off

To take off from the carrier, push the joystick all the way to the left to give your Hellcat full throttle in that direction. As the plane nears the end of the flight deck, push the stick up and to the left to provide elevation.



## Flying

Maneuvering the Hellcat while in flight is achieved using the following joystick positions:



## Keyboard positions

When using the keyboard controls, the arrow keys correspond to the above joystick positions.

## Turning

Turning is accomplished by reversing the horizontal direction of the stick. Your Hellcat will lose altitude while turning, so it's important to give it extra lift at the same time.

### Landing

To land on the carrier, you must approach it flying into the wind (from the right). Use the 3-D view to line up the flashing white artificial horizon indicator with the deck of the carrier. Just as you clear the edge of the carrier's deck, stall the plane to allow it to drop so that its "arrestor hook" can catch one of the four arresting cables on the deck.

Landing an airplane on the deck of a carrier requires a great deal of skill and nerves of steel. It may take you a few practice runs before you feel comfortable, but this practice will pay off later when the heat is on and you have to land under fire.

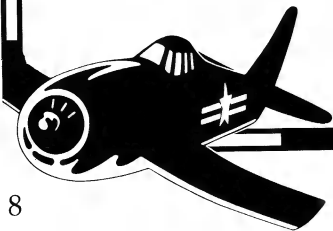
Once you have landed safely, taxi your plane to the elevator. Then, push a joystick button or the return key to activate the elevator and lower your plane for repairs, refueling and a new load of weapons. If you taxi too far and miss the elevator, simply turn your plane around and position it over the elevator again.

### Hellcat Weapons

#### Machine Guns

Your Hellcat is equipped with three .50 caliber machine guns on each wing. Use your machine guns for shooting down enemy planes and strafing islands.

Fire your machine guns by pressing button 0 on the joystick. If using the keyboard, press the space bar to fire.



## Other Weapons

You can choose between three types of other weapons to take with you. To replenish or change weapons you must return to the carrier.

Fire your other weapons by pressing joystick button 1 or the return key.

## Bombs

Equipped with thirty 100 lb. bombs, your Hellcat can do heavy damage to barracks and machine gun dug-outs on enemy islands.

## Rockets

Designed for use on more substantial targets such as large anti-aircraft guns, 15 of these 5-inch rockets can be carried by your Hellcat.

## Torpedoes

Once an enemy ship's guns have been disabled, you'll be able to make a torpedo run on the ship in an attempt to sink it. After selecting *Torpedo* from the Weapons menu, your Hellcat will be armed with one torpedo.

*Note:* You must approach the enemy ship flying low over the water when you release the torpedo. It is important to have the ship well in your sight before releasing the torpedo so as not to allow the torpedo to run out of energy before hitting its target.

## Control Panel

Your Hellcat's control panel with its various instruments and gauges is displayed at the bottom of your screen.



## Weapon Counter

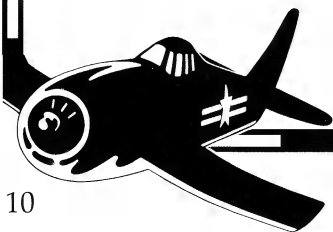
Indicates what type of weapon you are carrying and how many you have left.

## Hellcat Counter

Indicates how many Hellcats you have left. You will earn an extra plane each time you are promoted in rank.

## Oil Pressure Gauge

Indicates the condition of your engine. When your Hellcat is damaged by gunfire, the engine will begin to smoke. The more damage your plane sustains, the more smoke it will emit and the lower the oil pressure will drop. When the oil pressure begins to get critically low, a red light will blink on the gauge. If the oil pressure drops too low, the engine will seize and you will crash. Each time you return to your carrier and descend into the hold, your plane will be repaired, restoring oil pressure to full.





### **3-D View**

Provides a three dimensional view of the world from your cockpit. This view is especially helpful when attempting to gauge the distance between your Hellcat and an oncoming ship, plane or other target.

In the center of the view is a flashing white cursor which serves as an artificial horizon indicator. This indicator is useful for sighting targets and landing on your carrier.

### **Fuel Gauge**

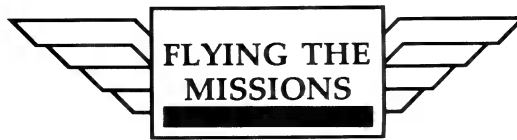
Indicates how much fuel your Hellcat has left. When the fuel level begins to get critically low, a red light will blink on the gauge. If the plane runs out of fuel in flight, you will crash. Each time you return to your carrier and descend into the hold, your plane will be refueled, restoring the fuel level to full.

### **Score Counter**

Records all points scored by you during the game.

### **Enemy Plane Counter**

Tallies a "kill" icon for every enemy plane you shoot down. In addition to these icons, there is also a digital counter below the score counter.



You start the game with three Hellcats. You will receive one additional Hellcat every time you earn a promotion in rank.

## **Mission Objectives**

You will be briefed on each mission's objectives before you begin it. Bonuses will be awarded as each objective is accomplished. An additional bonus will be awarded upon successful completion of an entire mission.

The two major objectives that a mission may entail are:

### **Islands**

Targets on islands include barracks, soldiers, machine gun dug-outs and large anti-aircraft guns. For an island to be neutralized, all barracks, soldiers and guns must be destroyed.

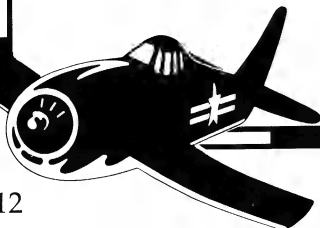
### **Ships**

Enemy ships must be sunk to be neutralized.

During some missions, you will also encounter the following:

### **Fighter Planes**

It is not necessary to shoot down all fighter planes in an area in order to complete a mission.



## Torpedo Planes

To defend your carrier, it is necessary to either shoot down torpedo planes or destroy their torpedoes once dropped (with bullets, bombs or rockets). When a torpedo plane is sighted, an arrow will appear in the 3-D VIEW indicating its position relative to you.

## High Scores

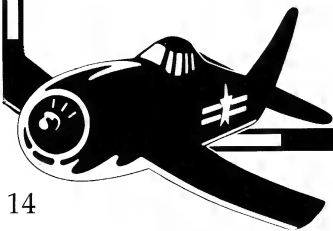
Once you have finished the game, you will have the opportunity to save your score to disk if your score is among the top ten. You will be prompted to enter your name. Your rank will be recorded automatically.

## Save a Game

You can save a game in progress whenever your Hellcat is on the carrier. When you are ready to save the game, press CTRL-G. Using the arrow keys, highlight the word SAVE, then press return. Enter a name for the game you wish saved (8 characters or less) and press return. You can now choose to either EXIT the game and return to DOS or LOAD a game that you've saved. Highlight your selection using the arrow keys, then press return. If you decide you want to return to your game without saving it, select RESUME.

## Resuming a Saved Game

Load **Wings of Fury** and press any key to call up the menu screen. Select "Return from R & R." When the menu appears, use the arrow keys to highlight "LOAD," then press return. Next, highlight the game you wish to play and press return.

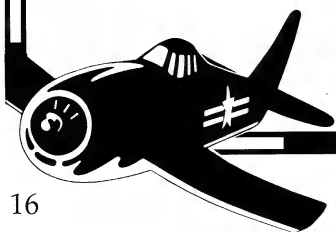




### Press

### Result

Esc	Pauses the game. Press any key to continue.
Control-R	Restarts the game and returns you to the rank selection menu.
Control-S	Turns off the sound. Press again to turn the sound back on.
Control-D	Displays the list of high scores.
Control-C	Clears the list of high scores. This option can only be used after pressing Control-D.
Control-F	Flips the vertical control on your joystick.
Control-G	Saves game.
Control-Q	Exits to DOS (without saving game).
Control-K	Switches to keyboard controls (joystick disabled).
Control-J	Calibrates joystick (keyboard remains active).
Arrow Keys	Directional keys for Hellcat.
Return Key	Drops bombs, rockets or torpedoes.
Space Bar	Fires machine guns.



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Brøderbund warrants for a period of ninety (90) days following the original retail purchase of this copy of **Wings of Fury** that the program is free from substantial errors or defects that will materially interfere with the operation of the program as described in the enclosed user documentation. This policy applies to the initial purchaser only.

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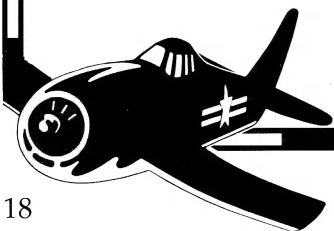
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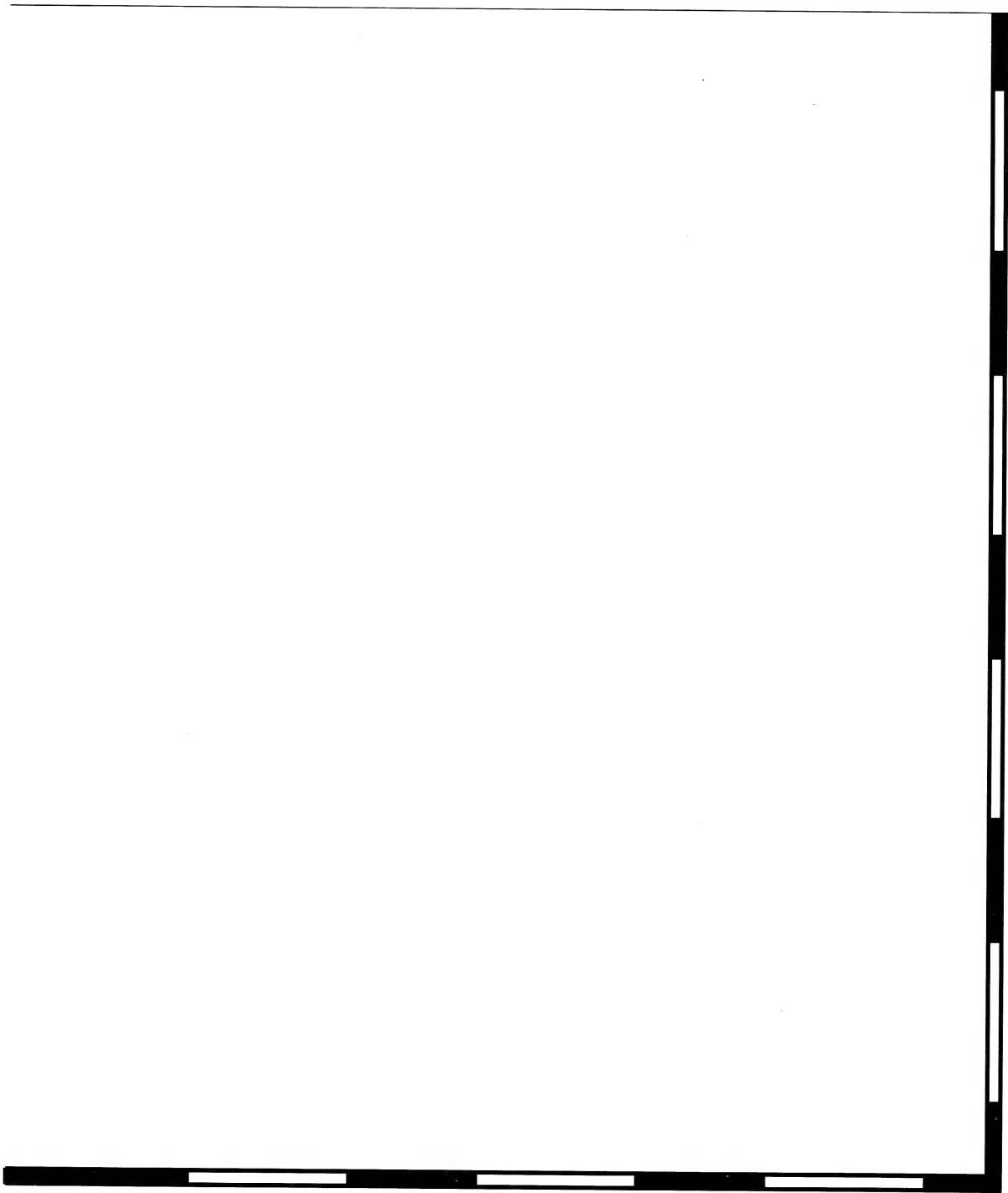
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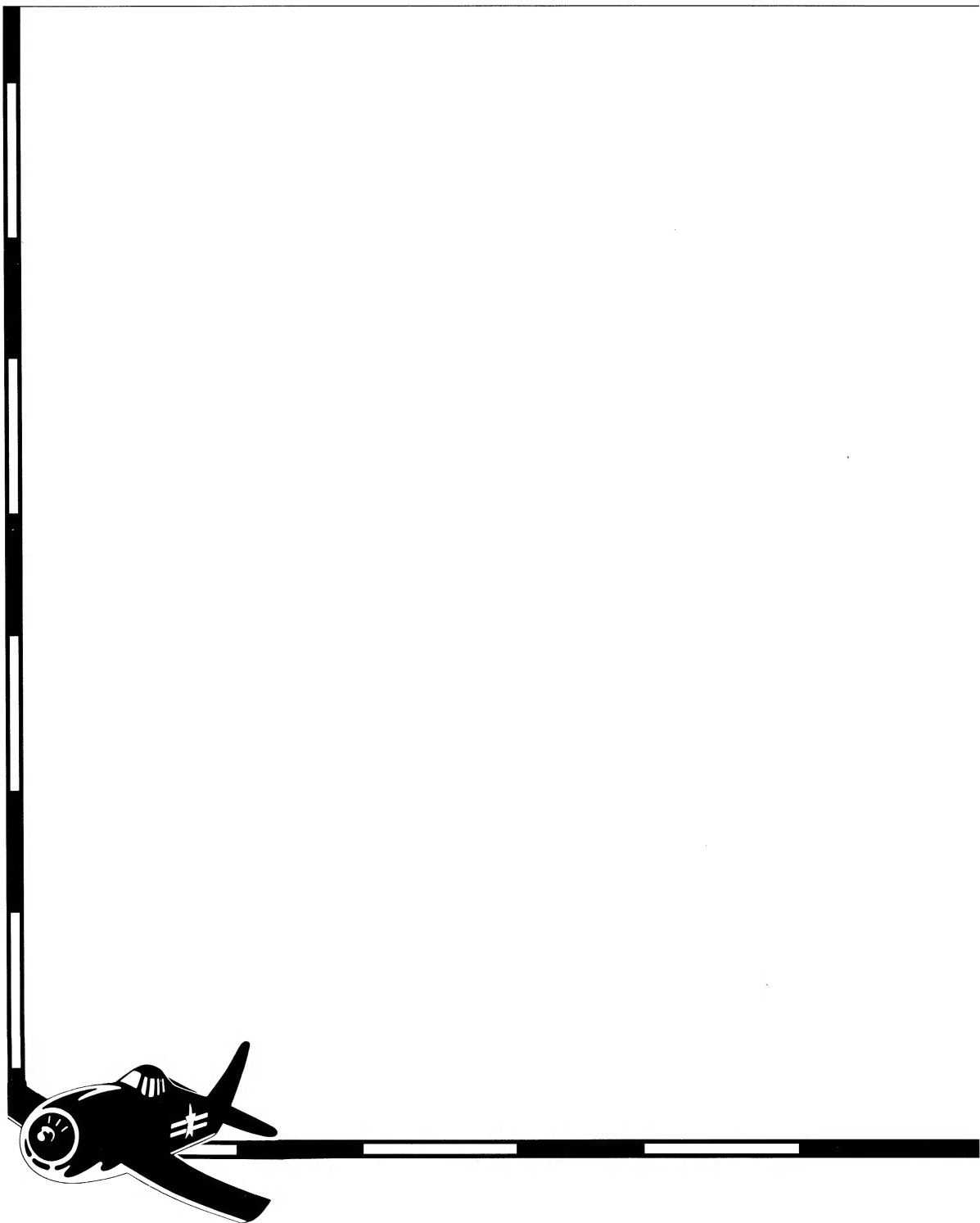
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